

FIG. 1

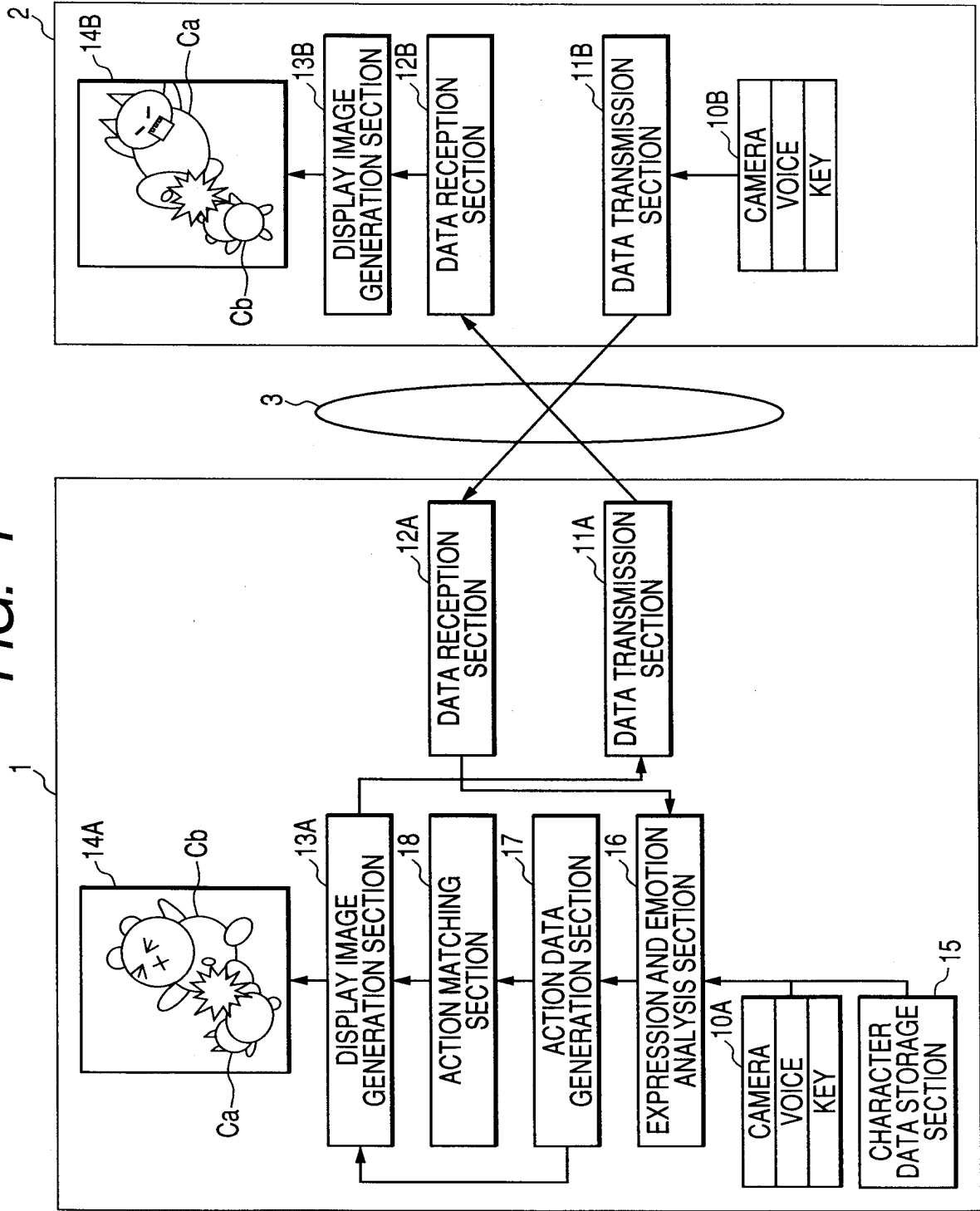


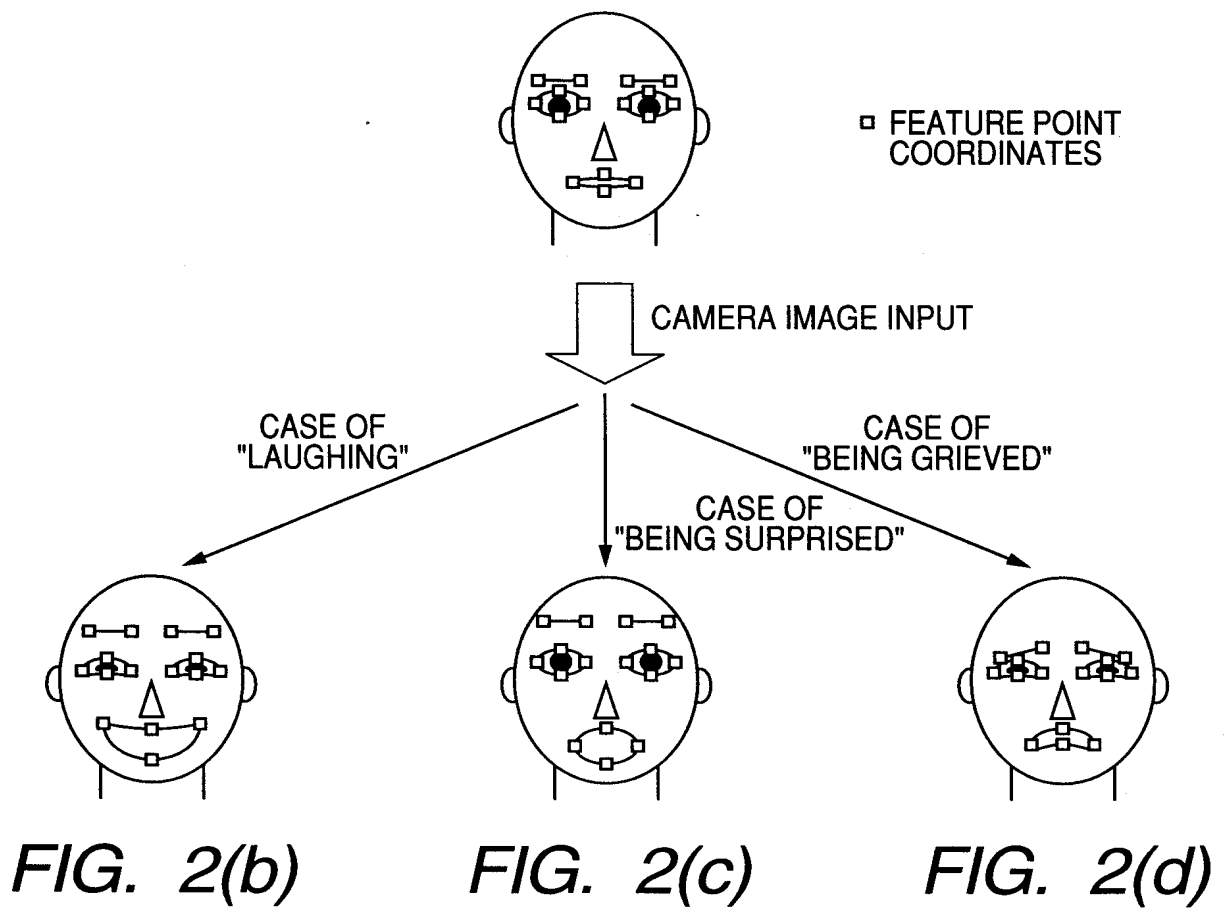
FIG. 2(a)

FIG. 3(a)

CASE OF "HEAD SHAKING"

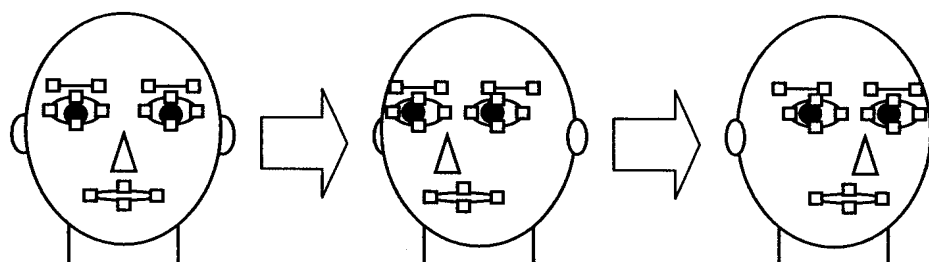


FIG. 3(b)

CASE OF "NODDING"

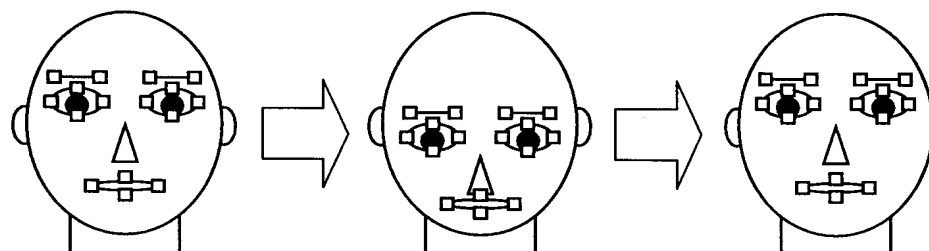


FIG. 4(a)

<ul style="list-style-type: none"> • LAUGHING • CRYING • BEING SURPRISED • BEING SCARED • DEFAULT
--

SOLE ACTION TABLE TA

FIG. 4(b)

<ul style="list-style-type: none"> • LAUGHING • CRYING • GETTING ANGRY • SHOUTING • DEFAULT
--

SOLE ACTION TABLE TB

FIG. 4(c)

<ul style="list-style-type: none"> • THRUSTING AWAY • ATTACKING • HAND JOINING • EMBRACING 	<ul style="list-style-type: none"> • BLOWING OFF • FALLING • HAND JOINING • BEING EMBRACED
ACTIVE ACTION	PASSIVE ACTION

MUTUAL ACTION TABLE TC

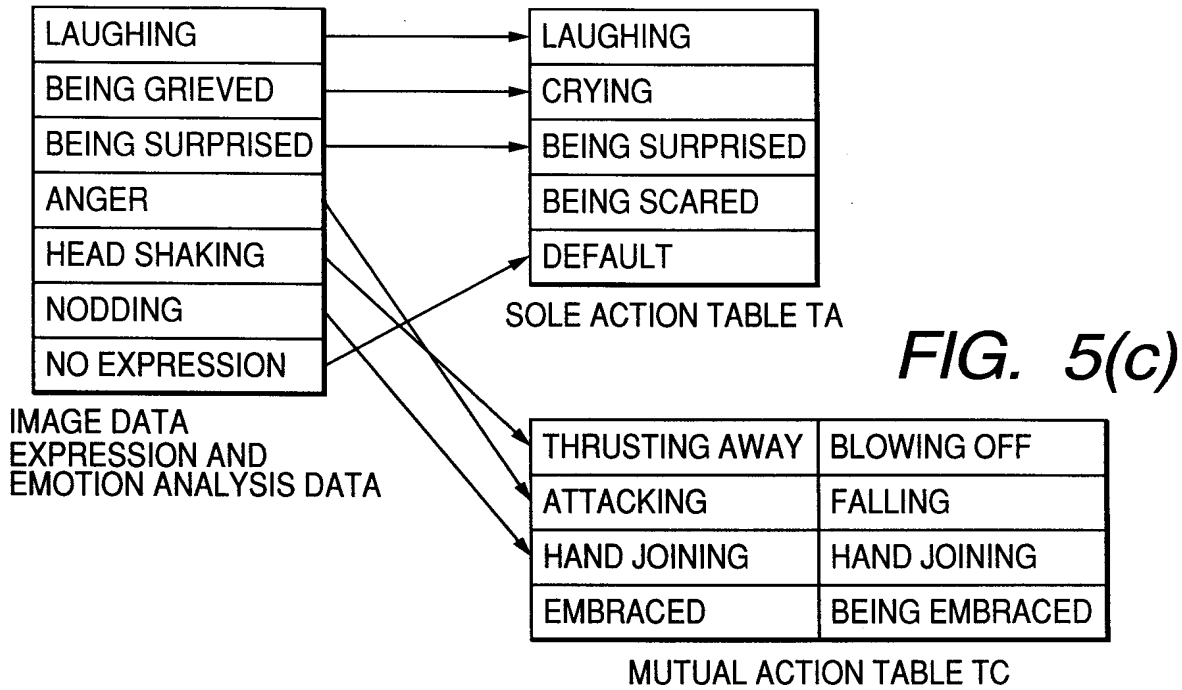
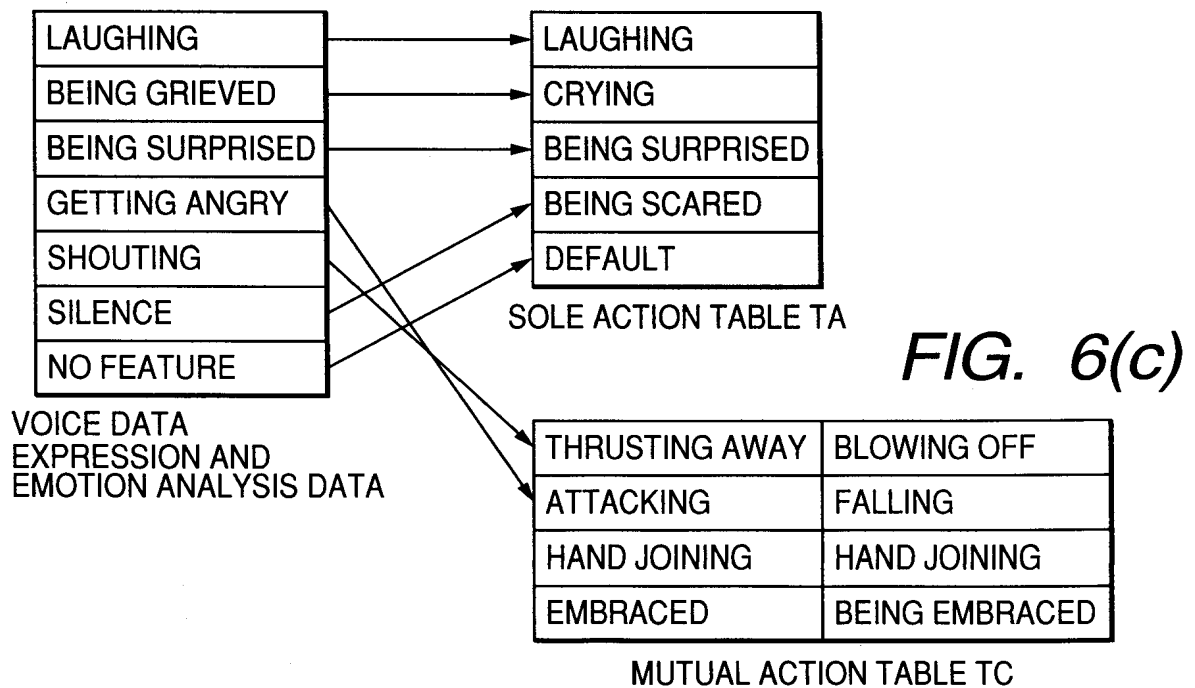
*FIG. 5(d)**FIG. 5(a)**FIG. 6(d)**FIG. 6(a)*

FIG. 7

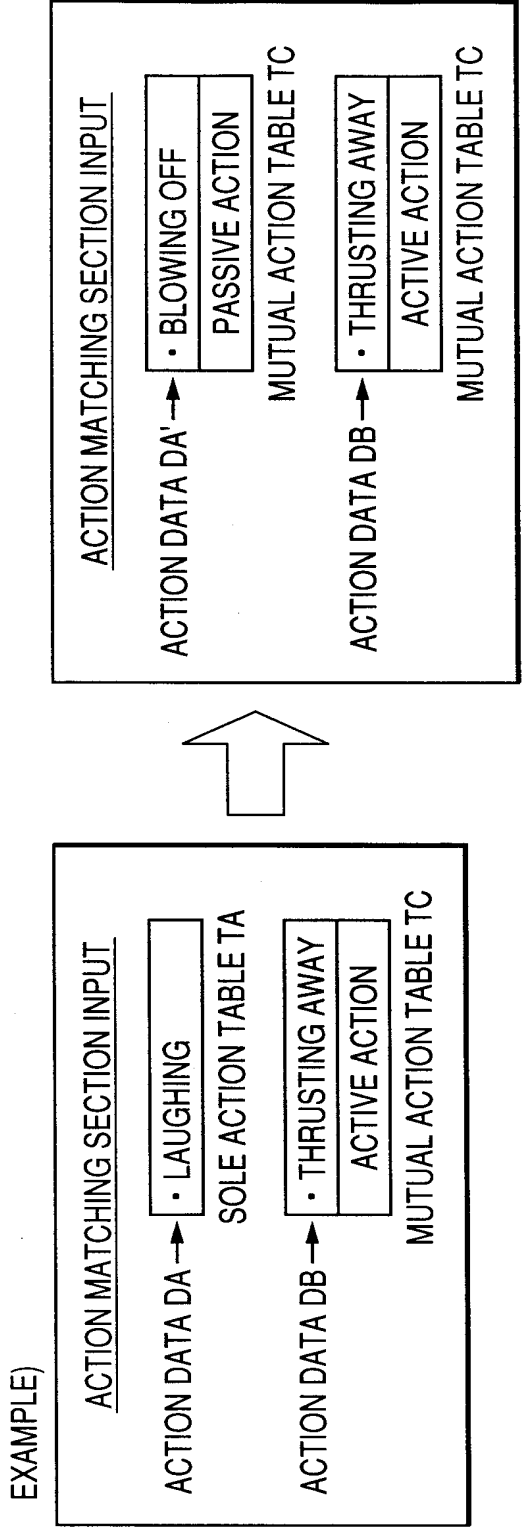


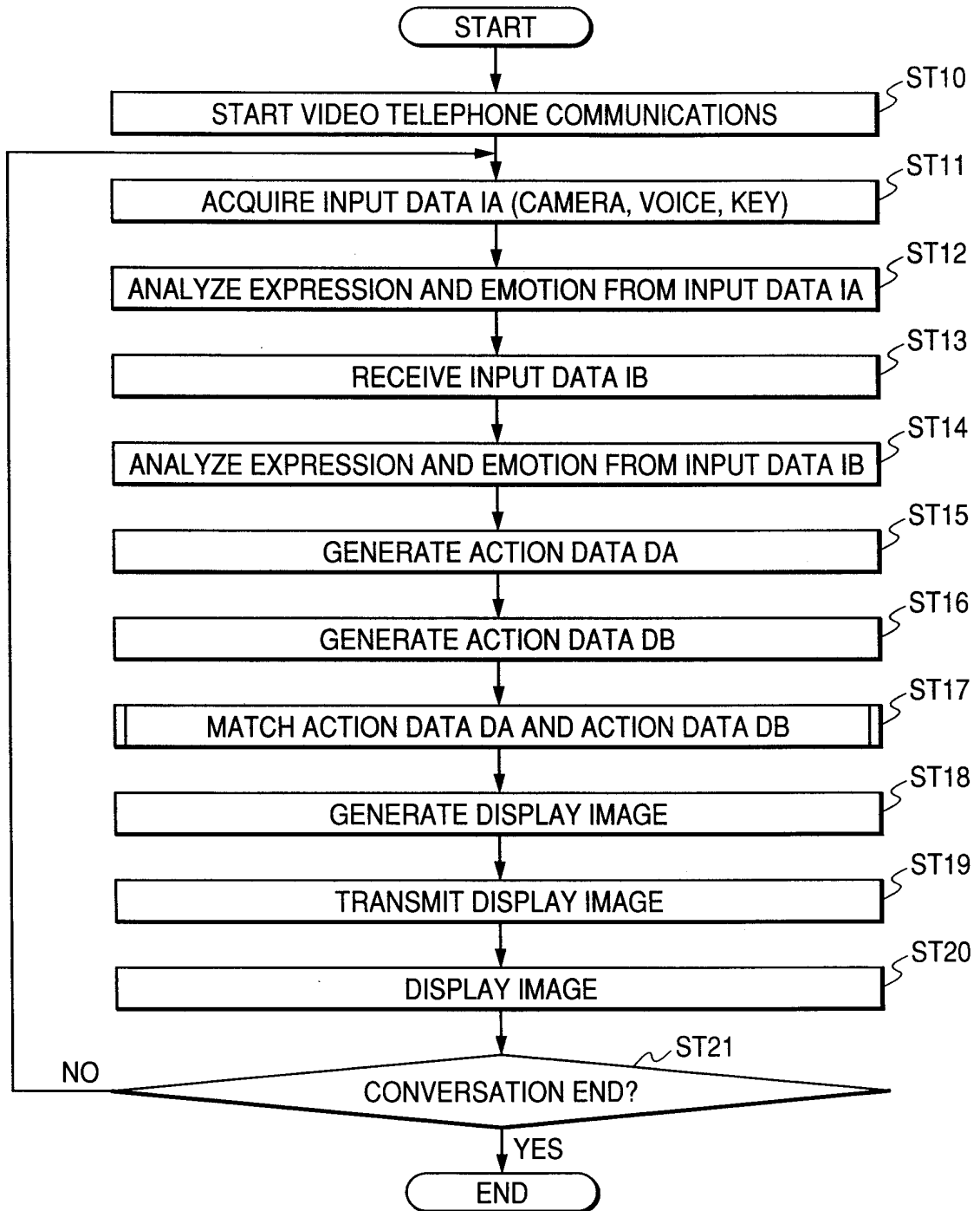
FIG. 8

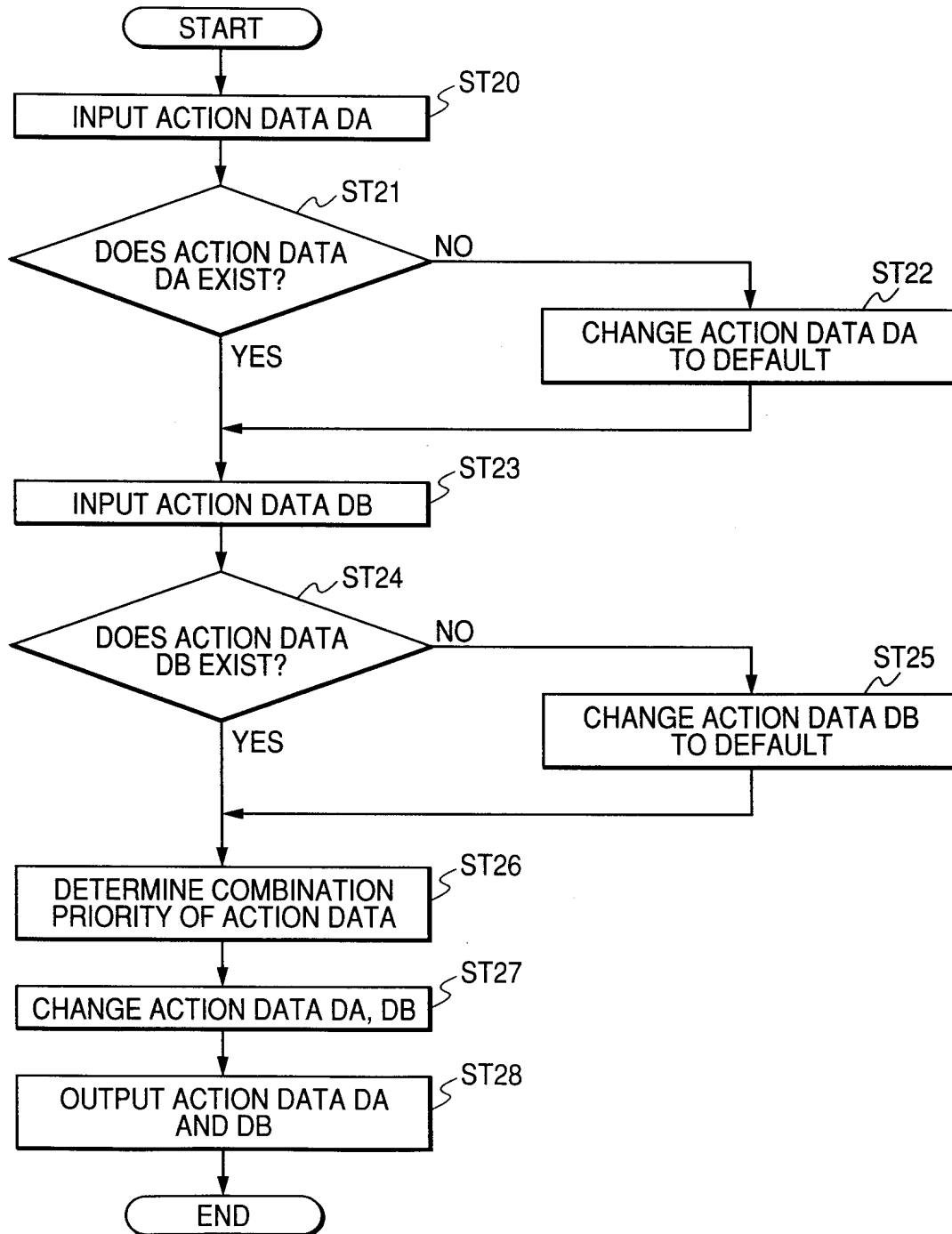
FIG. 9

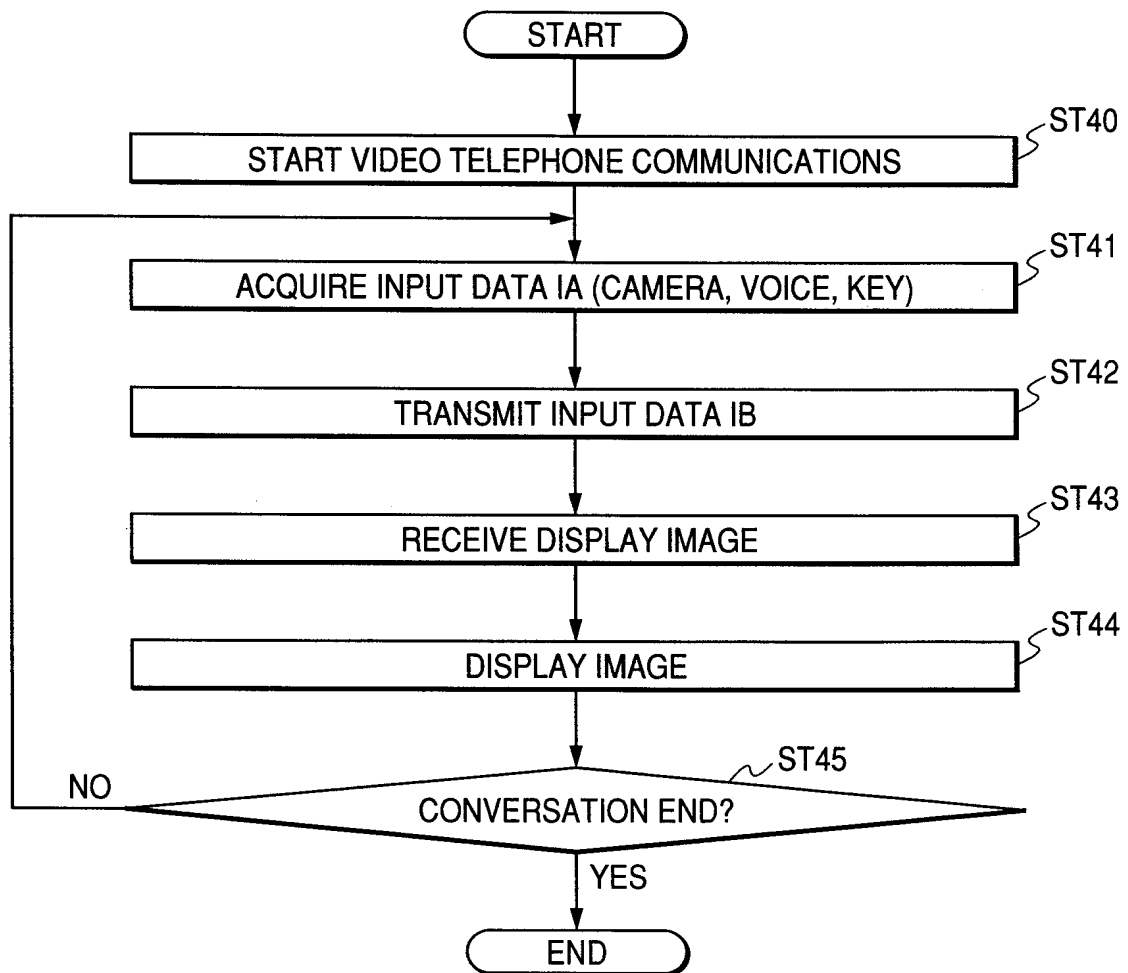
FIG. 10

FIG. 11

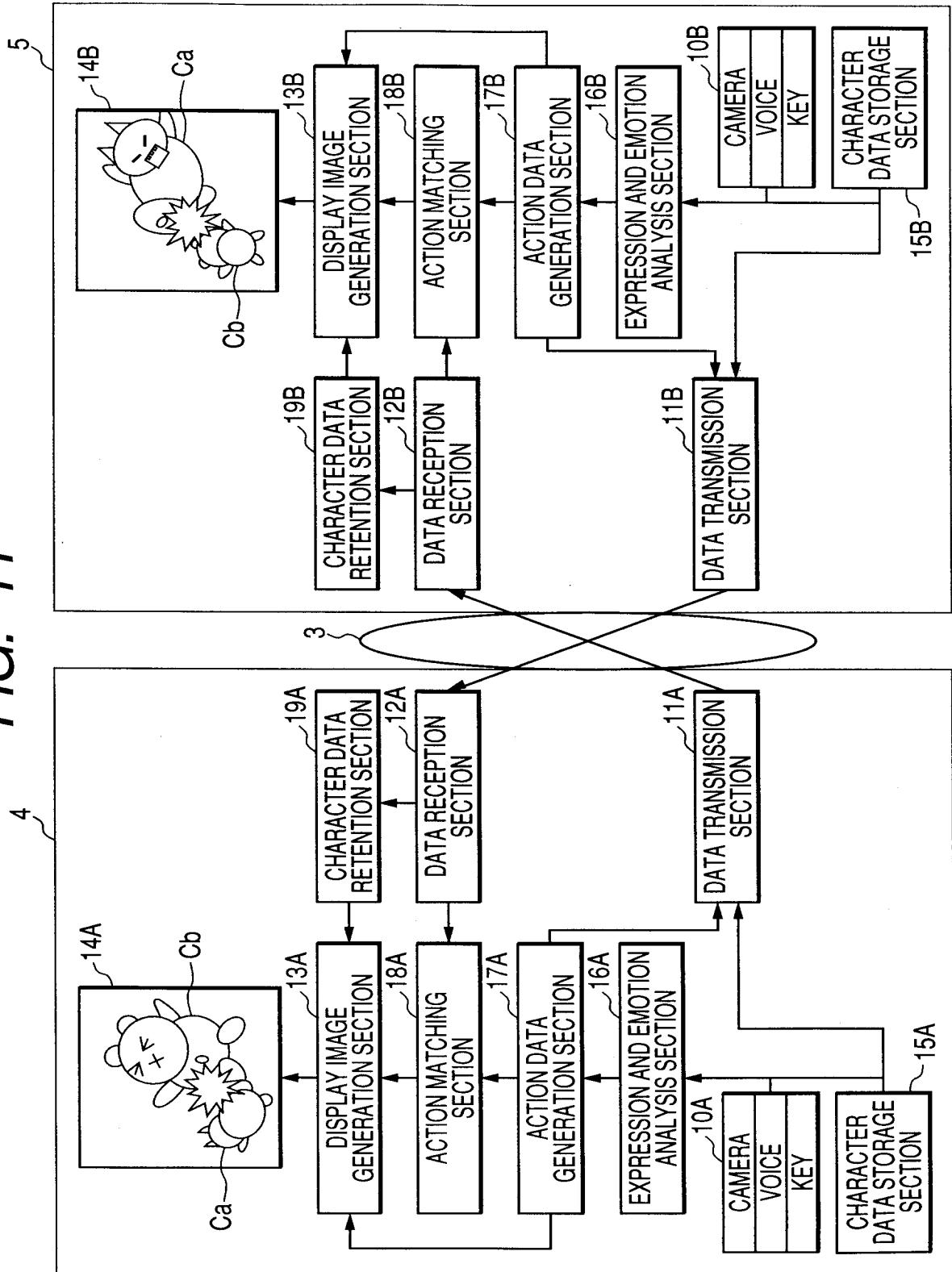


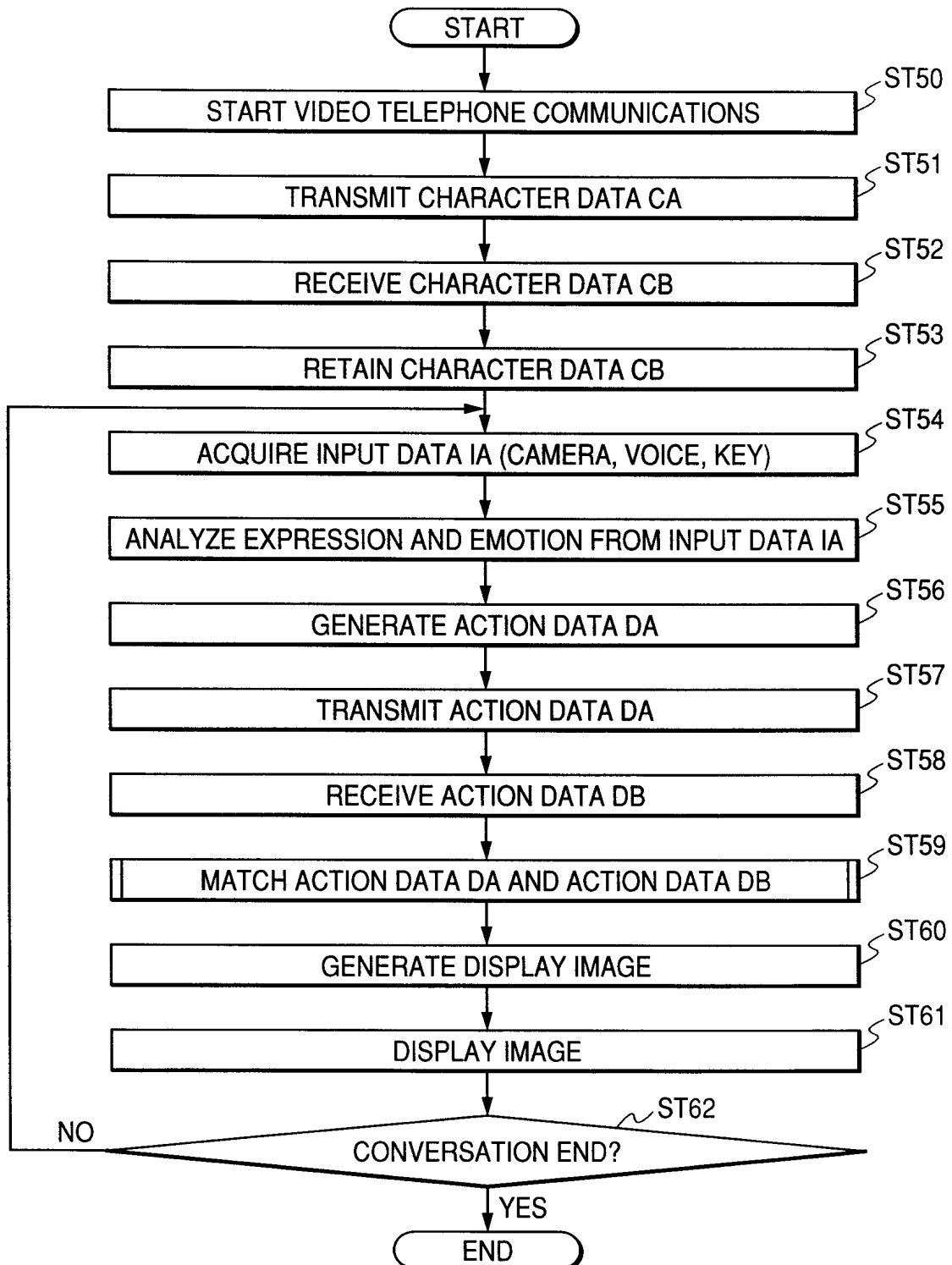
FIG. 12

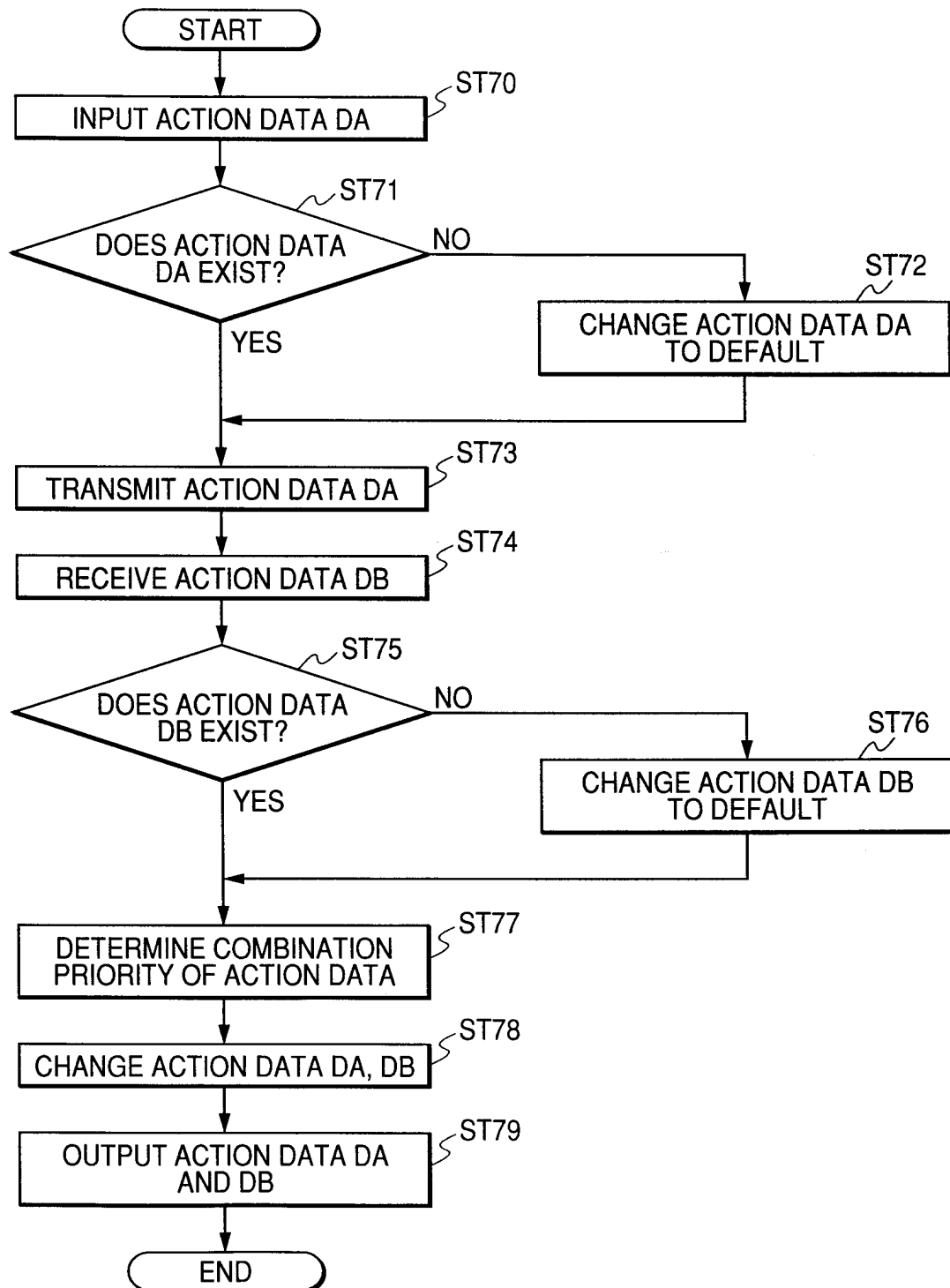
FIG. 13

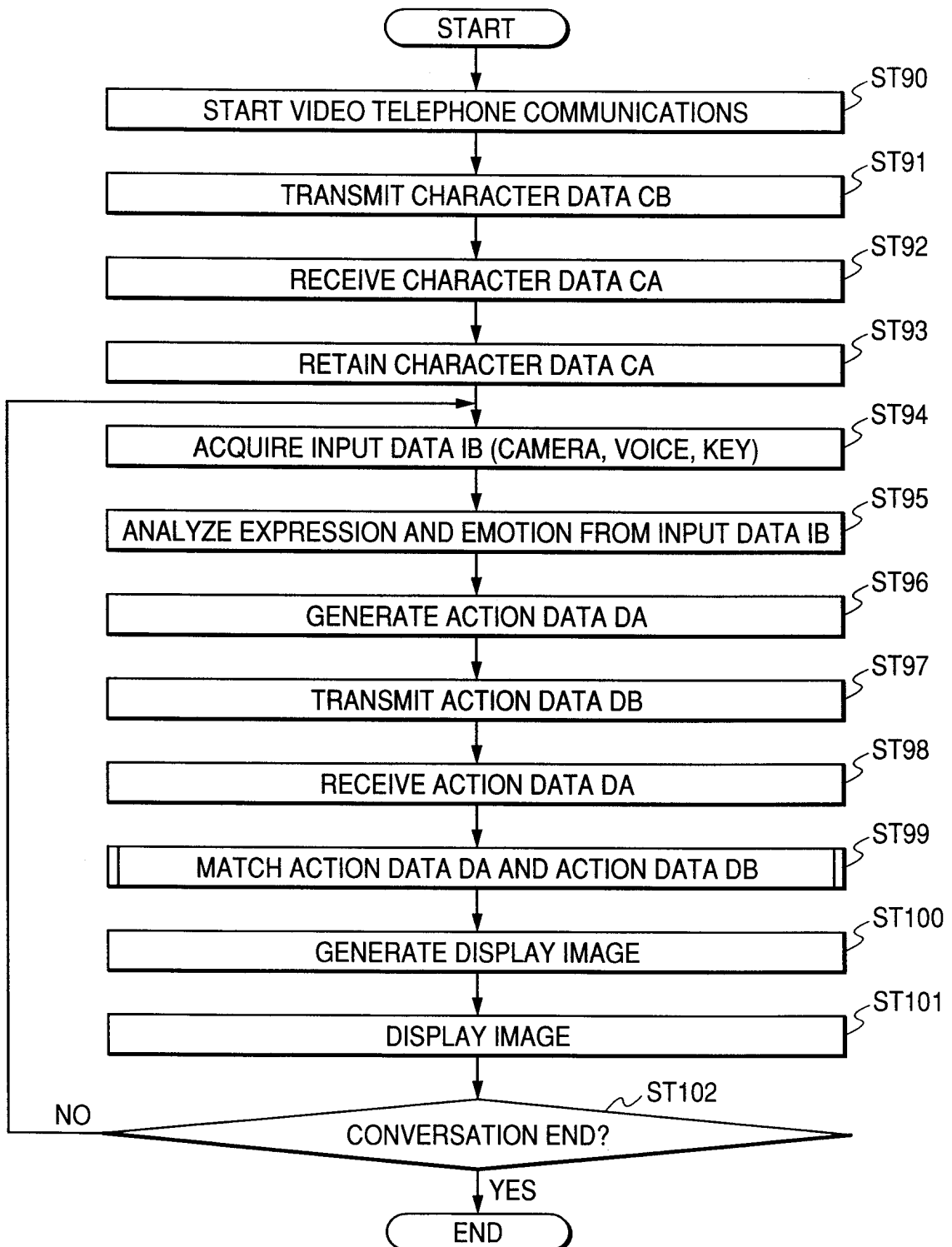
FIG. 14

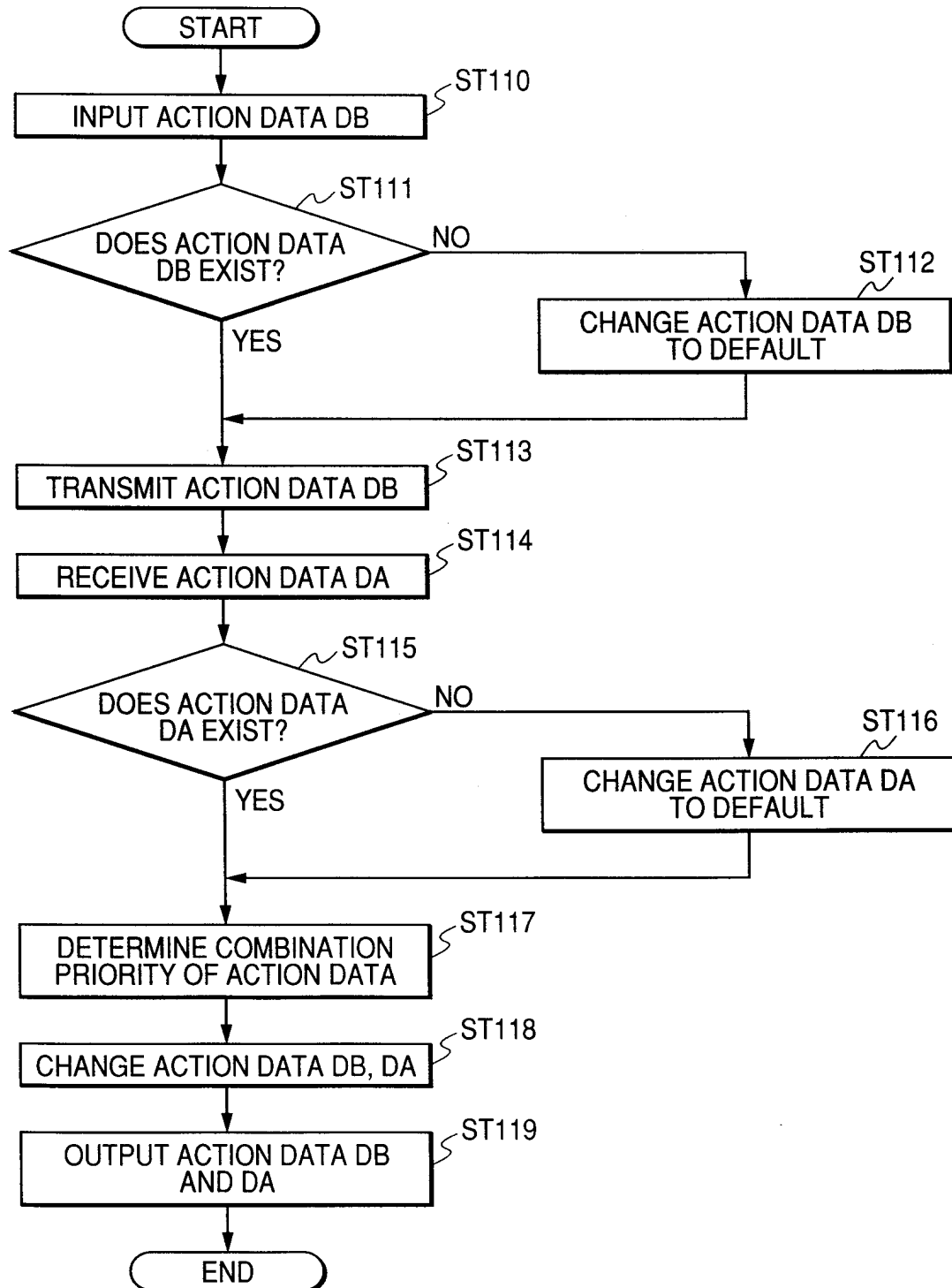
FIG. 15

FIG. 16

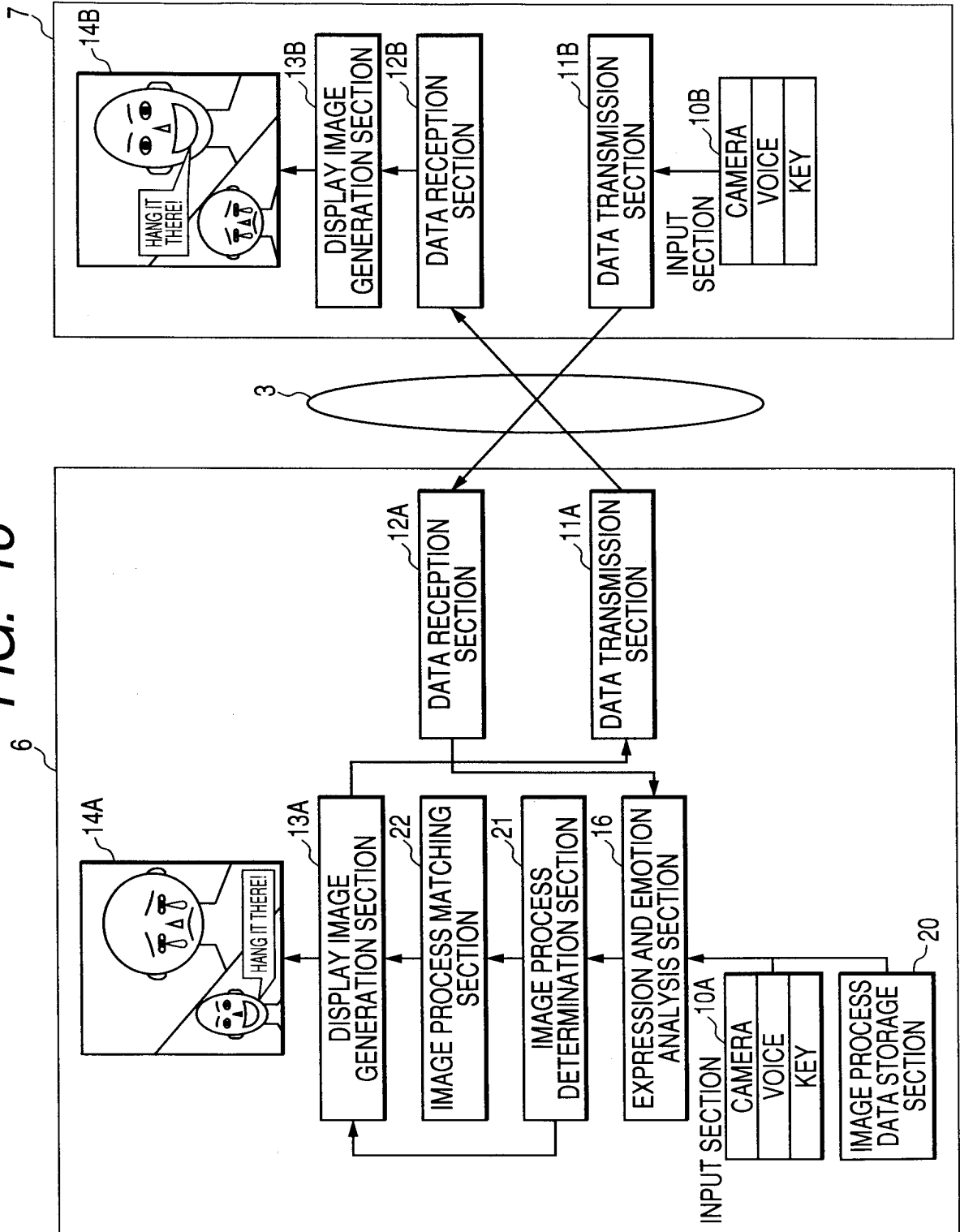
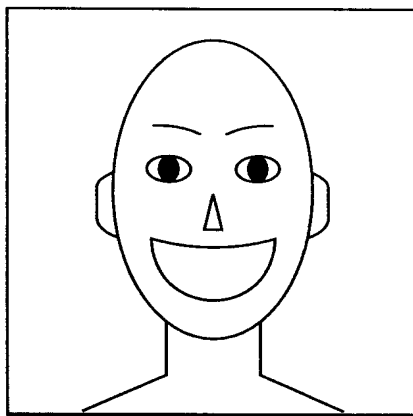
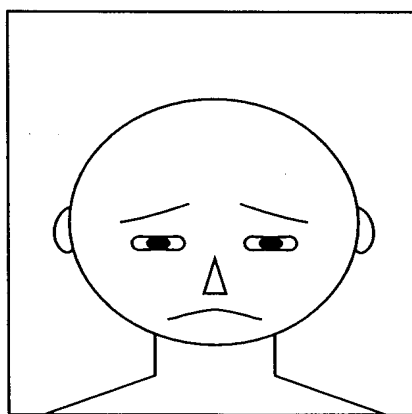


FIG. 17(a)



CAMERA IMAGE PIA

FIG. 17(b)



CAMERA IMAGE PIB

FIG. 18(a)

<ul style="list-style-type: none"> • BALLOON • HEART • TEAR • DEFAULT

SOLE PROCESS TABLE TD

FIG. 18(b)

<ul style="list-style-type: none"> • BALLOON • HEART • TEAR • DEFAULT

SOLE PROCESS TABLE TE

FIG. 18(c)

<ul style="list-style-type: none"> • FACE IS SCALED UP • HAMMER 	<ul style="list-style-type: none"> • FACE IS SCALED DOWN • LUMP
ACTIVE ACTION	PASSIVE ACTION

MUTUAL PROCESS TABLE TF

FIG. 19

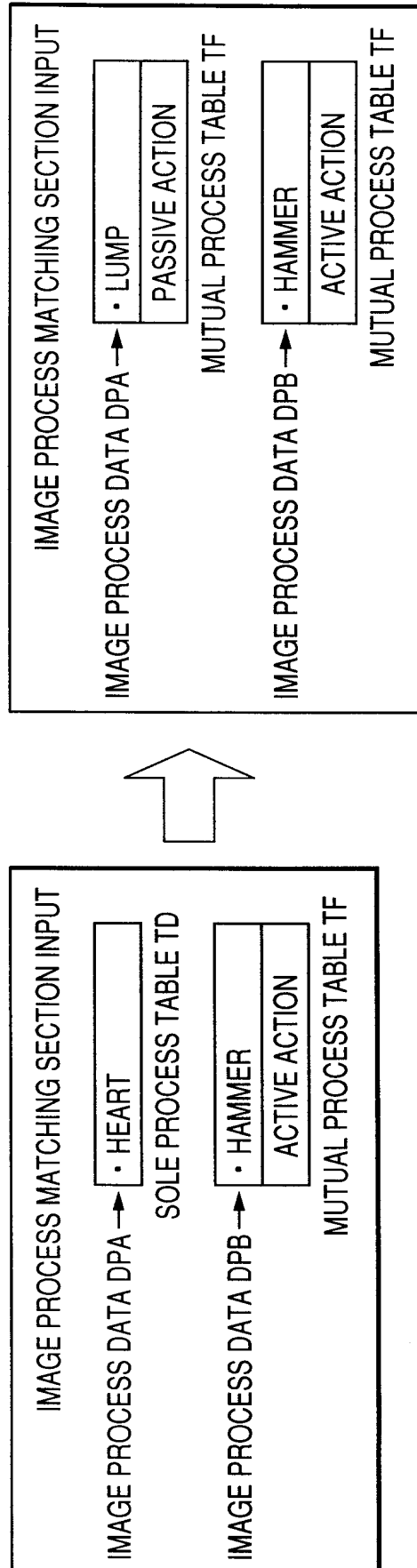


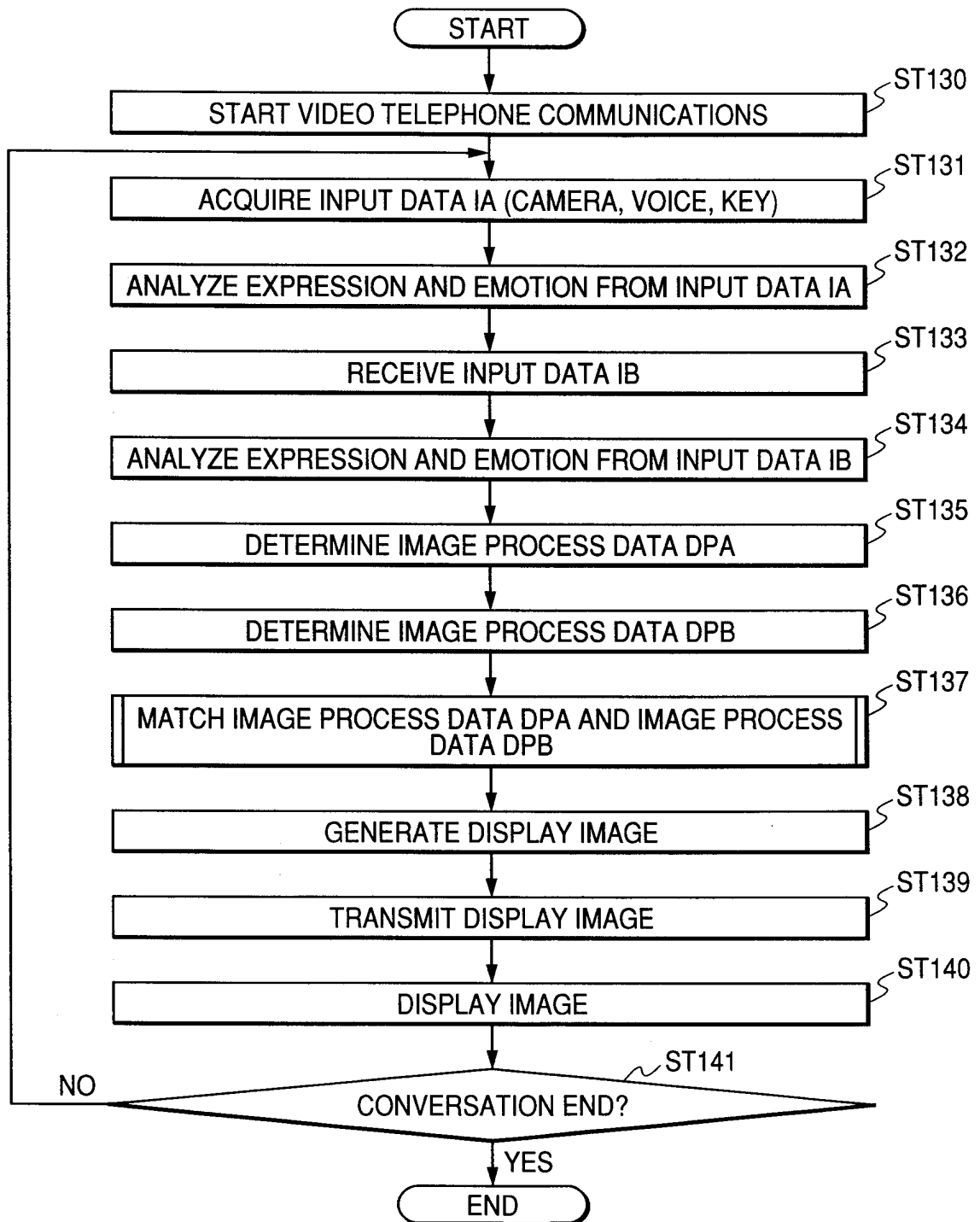
FIG. 20

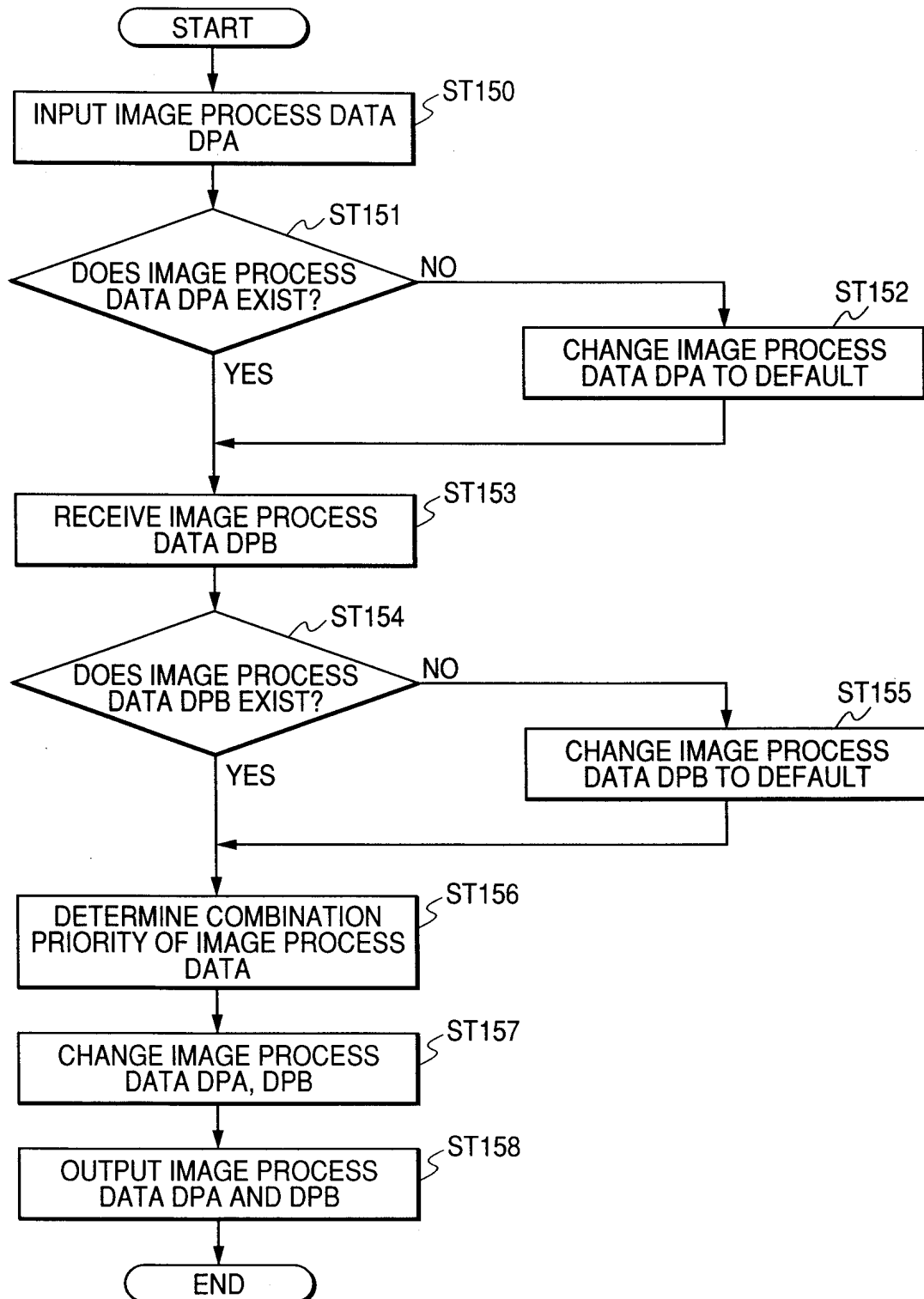
FIG. 21

FIG. 22